



Odawa Area — Kub Kar Rally Procedures, Specifications and Rules



Procedures for Race Day

Cubs must be accompanied by Scouters when leaving the Kub Kar Rally area.

The **Scouter who checks in the Pack** will receive a registration package that contains the following:

- Copy of rules
- List of Cub names and their car numbers. A Rally Card for each Cub.
- A crest for each registered Cub and Scouter/parent

At check-in, each registered Cub will be entered into a draw.

Scouters are to give each Cub a crest and Rally Card, and mark each Cub's car with the appropriate number.

Late arrivals can go to the registration desk to find out if their Pack is registered, and can then go and find their Scouters. Depending on which race the majority of the youth are at, a Cub arriving after 10:30 a.m. may skip some races. For example, if most youth are at race #6, then the Cub arriving late will not have a scores for the first 5 races. That Cub will not be eligible for first, second or third prizes in the overall racing, but will still be eligible for other prizes.

Once Cubs have their Rally Cards, they go to the Weigh-in Station, where an Inspector will weigh the car to verify that it does not exceed 142 grams. The inspector will then sign the Rally Card and the Kub Kar. If the weight exceeds 142 grams, the Cub goes to the Performance Pit, then back to the Weigh-In Station for inspection and sign-off.

Once the Kub Kars have passed inspection, they are ready to race as soon as opening takes place. After opening, the Cubs will proceed to one of the tracks matching the track number printed on their individual Rally Card. **Races will start at 10:15 a.m. sharp.**

After each race, the Track Judges will initial the Rally Card in the column corresponding to the position in which the car finished the race. The decisions of the judges are final. How the Cubs finish one race determines where they go for their next race. If they came in first, they go to track A; if they came in second, they go to track B; if they came in third, they go to track C.

Maintenance Pit Area: At any time during race day, Cubs may visit the Pit area for repairs. A cub may visit the maintenance pit area as often as required, but keep in mind the Pit is for repairs and to ensure the car is legal to race.

Performance Area: A Cub may visit this area once to modify a car to improve performance by adding weight, etc.

Kub Kar Specifications

Each vehicle must be original, built during the current Scouting year, with as little parent involvement as possible.

1.	Style	Kub Kars only — Pinewood Derby cars are not legal.
2.	Width	Not to exceed 7 cm (2.7 in.)
3.	Length	Not to exceed 18 cm (7 in.)
4.	Weight	Not to exceed 142 g (5 oz.) Cars may be hollowed out and built up to the maximum weight by addition of wood or metal if it is securely built into the body or chassis. No <i>minimum</i> weight restriction. The Pit crew will trim weight to make a car legal, but will not add weight.
5.	Clearance	Clearance between Kar and track: 1 cm (0.4 in.)
6.	Suspension	The Kub Kar shall NOT ride on any type of spring.
7.	Wheels	Wheel bearings, washers and bushings are prohibited. No modifications to the assembly permitted other than sanding down burrs on wheels or nails. All wheels must touch the track.
8.	Propulsion	Gravity only; alternate propulsion is prohibited.
9.	Lubrication	Powdered graphite or white lithium grease (as sold at the Scout Shop) is the only lubricant allowed on the wheel axles. (No grease residue.)
10.	Details	Details (such as decals, painting, steering wheel drive and interior details) are permissible as long as these details stay within the width, length, clearance and weight specifications described here. The vehicle must be free-wheeling with no starting devices.
11.	Inspection	Each Kub Kar must pass inspection before it may compete. Kub Kars may be inspected by judges at any time during racing day. We recommend that Packs check Kub Kars before race day.

Race Rules

1. The decisions of the judges are final.
2. All vehicles must start by gravity from a standstill, at a starting line on the track or special ramp, without any help. No pushing is allowed.
3. If a vehicle goes off the track on the first run, there is no contest. The race is to be re-run. If the same vehicle leaves the track on the second run, the vehicle will place third.
4. The vehicle whose nose is first over the finish line is the winner.
5. In the event of a tie (i.e. the track judge cannot decide the winner), the vehicles involved in the tie will rerun the race after switching lanes.
6. Each Cub's car will run 15 races. The track judge will sign the Rally Card in the position in which the vehicle finished. The Cub will then proceed to the track corresponding to that position.
7. Cubs are to form a line behind the starter at each track. Lanes will be assigned based on the Cub's position in line (first in line uses lane one, second in line uses lane two, third in line uses lane 3).
8. After every 5 races, Cubs should report in to the Rally Official at the registration table.
9. After completing 15 races, the Cub gives the Rally Card to a Rally Official at the Registration table for tabulation. During tabulation, Cubs can take a break, have a snack or watch the Scouter races.
10. Once all results have been tabulated, the Kub Kar finalists will be announced and the races will be held. If a Cub cannot be found within 10 minutes when it is time for the finals, another Cub will be chosen to race instead.
11. Final results will be determined by the number of times each Cub finished first, second or third. The three Cubs whose cars had the most first-place finishes will race off in "pool A" on track 1. The three Cubs whose cars had the most second-place finishes will race off in "pool B" on track 2 and the three Cubs whose cars had the most third-place finishes will race off in "pool C" on track 3. If more than the required number of Cubs are eligible for the final race in one category, finalists will be determined by counting the number of times that the Cubs who are tied for first finished second, then the number of times they finished third. For Cubs tied for second place, the number of times they finished third will be counted. If there is still a tie, the Cubs that are tied will race off to determine the finalists. Lane numbers and heats will be determined by drawing number.
12. Certificates will be awarded to the top three in each "pool" for the finals.
13. Certificates and/or prizes will be awarded in several categories including, but not limited to, "Most Original Design," "Most True-to-Life" and "Most Brilliant Use of Colour."
14. The top 3 scores for the Scouters' Race will also be noted.